Captain Hindsight Presents:
Neil's Career

INTRO

So… what’s the point?

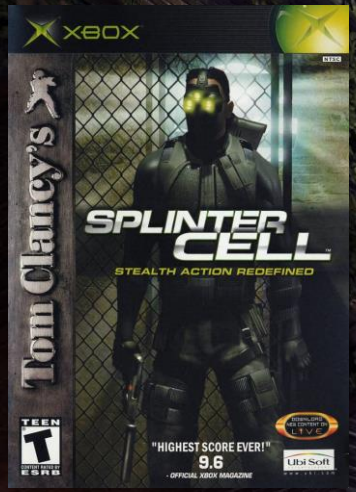
Confucius on Wisdom

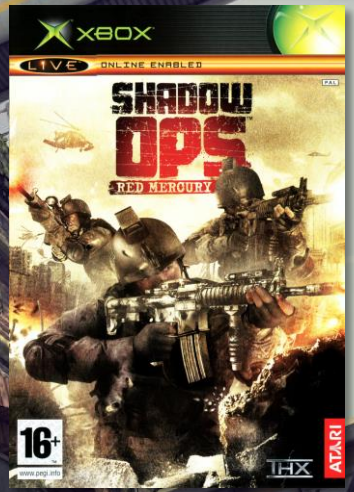
By three methods we may learn wisdom:

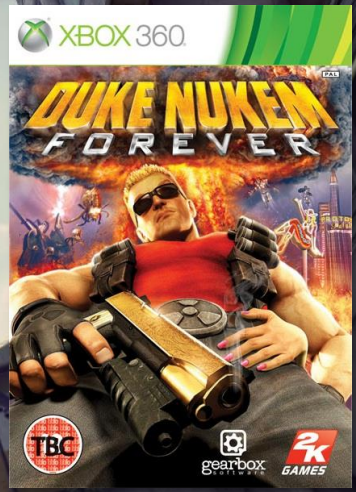
First, by reflection, which is noblest;

Second, by imitation, which is easiest;

and third by experience, which is the bitterest.


XBOX
Tom Clancy's
SPLINTER CELL
STEALTH ACTION REDEFINED
"HIGHEST SCORE EVER!"
9.6
- OFFICIAL XBOX MAGAZINE
Ubi Soft
TEEN
T
ESRB


XBOX
LIVE
ONLINE ENABLED
SHADOW OPS
RED MERCURY
16+
THX
ATARI


XBOX 360
DUKE NUKEM
FOREVER
TBC
gearbox
2K
GAMES

Only On PlayStation.
PlayStation.Network
PLAYSTATION 3
KILLZONE 2
MATURE 17+
M
ESRB
SONY

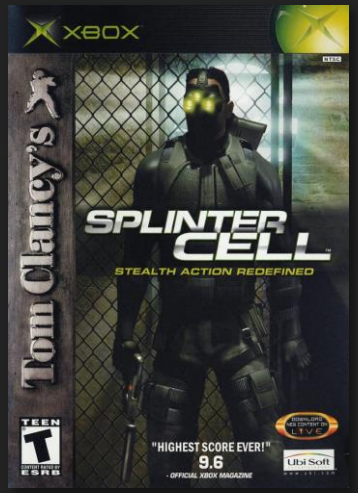
XBOX 360
BRINK
RATING PENDING
RP
ESRB
Bethesda

DIRTYBOMB

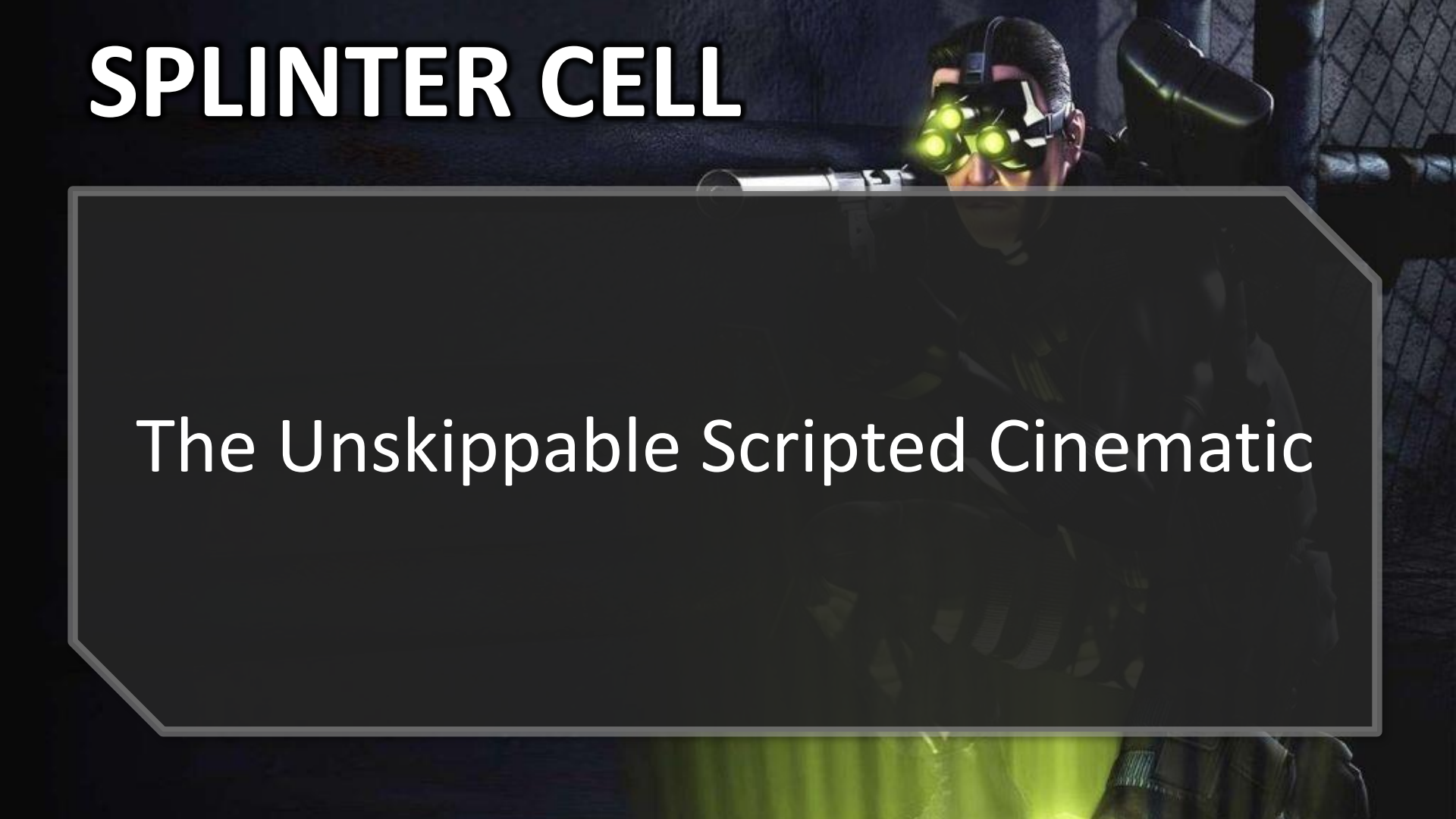
ALL NEW COMEDY CENTRAL HD

S
C
W

SPLINTER CELL



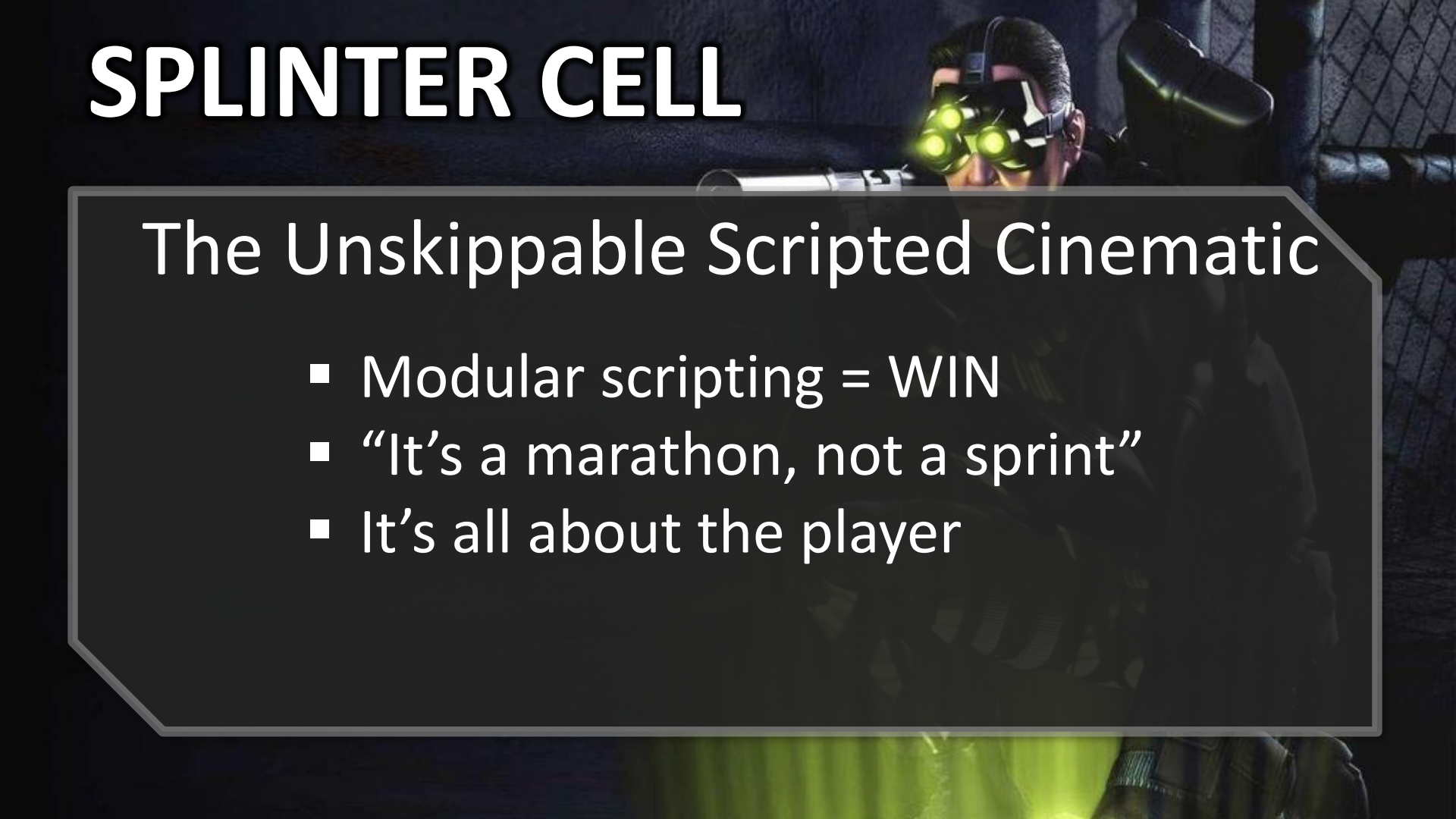
Developer: UBISOFT Montreal
Publisher: UBISOFT
Platforms: Xbox, PC, PS2*
Released: November, 2002



The Unskippable Scripted Cinematic

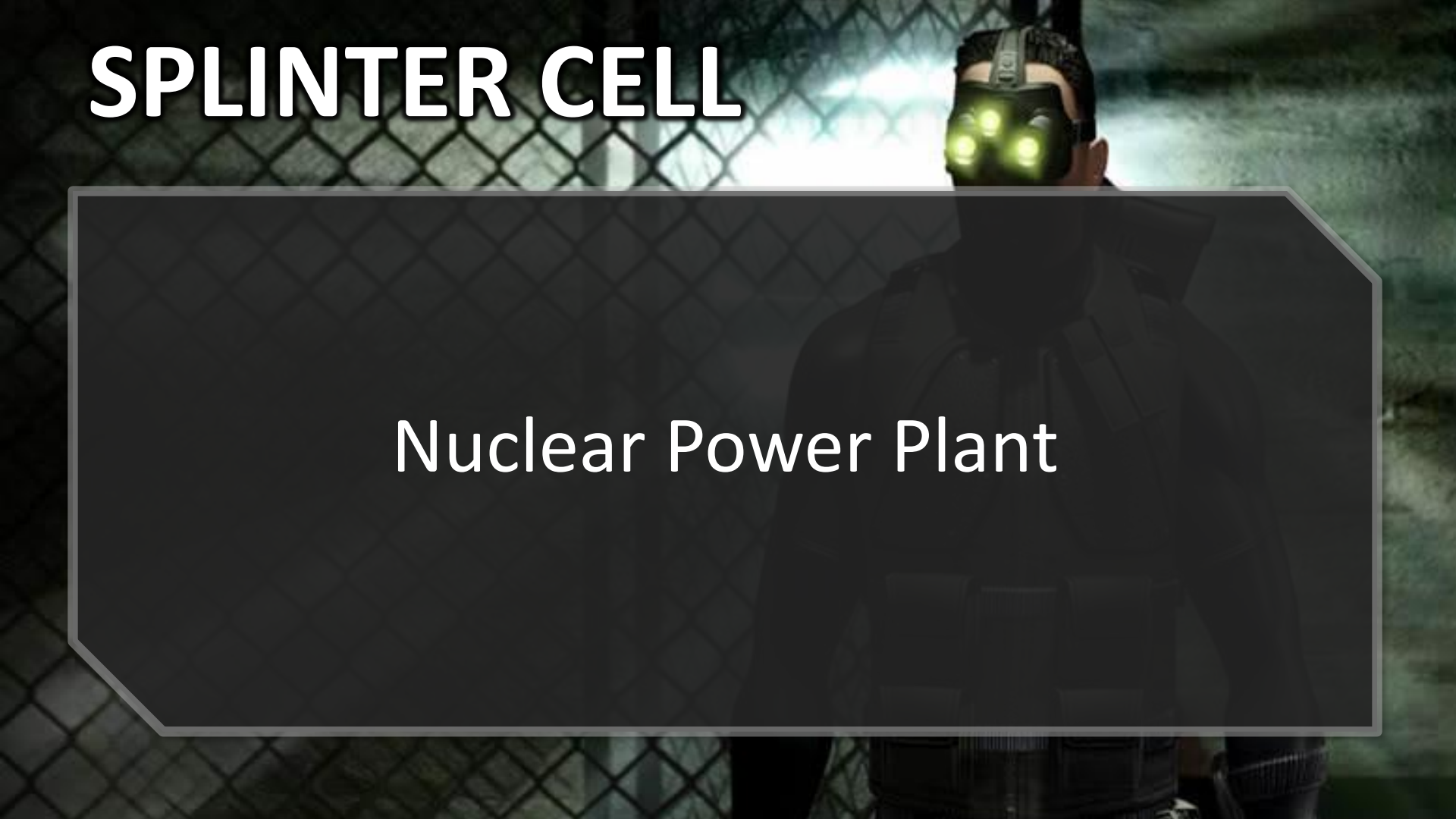
LOADING

SPLINTER CELL

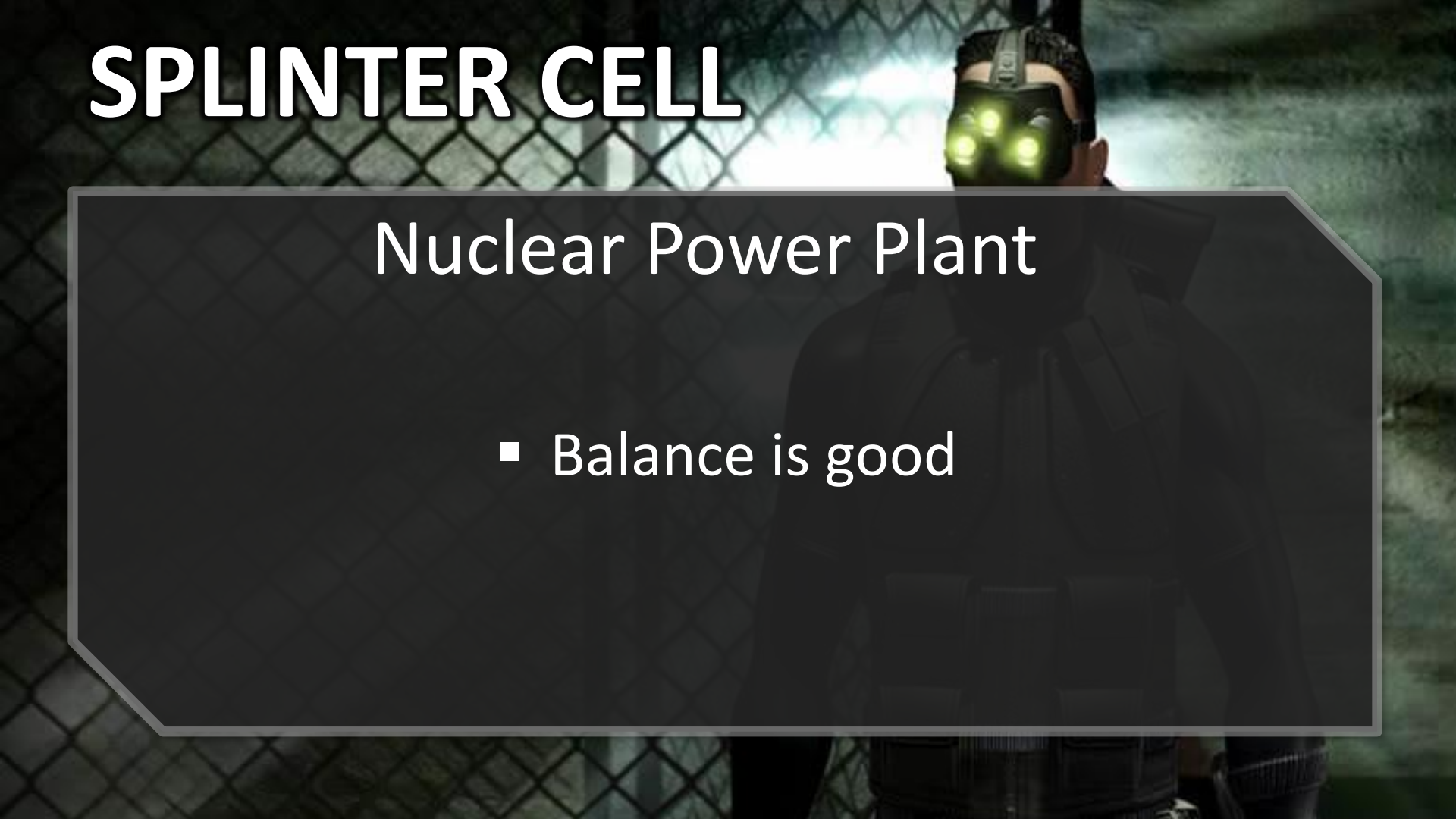


The Unskippable Scripted Cinematic

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player

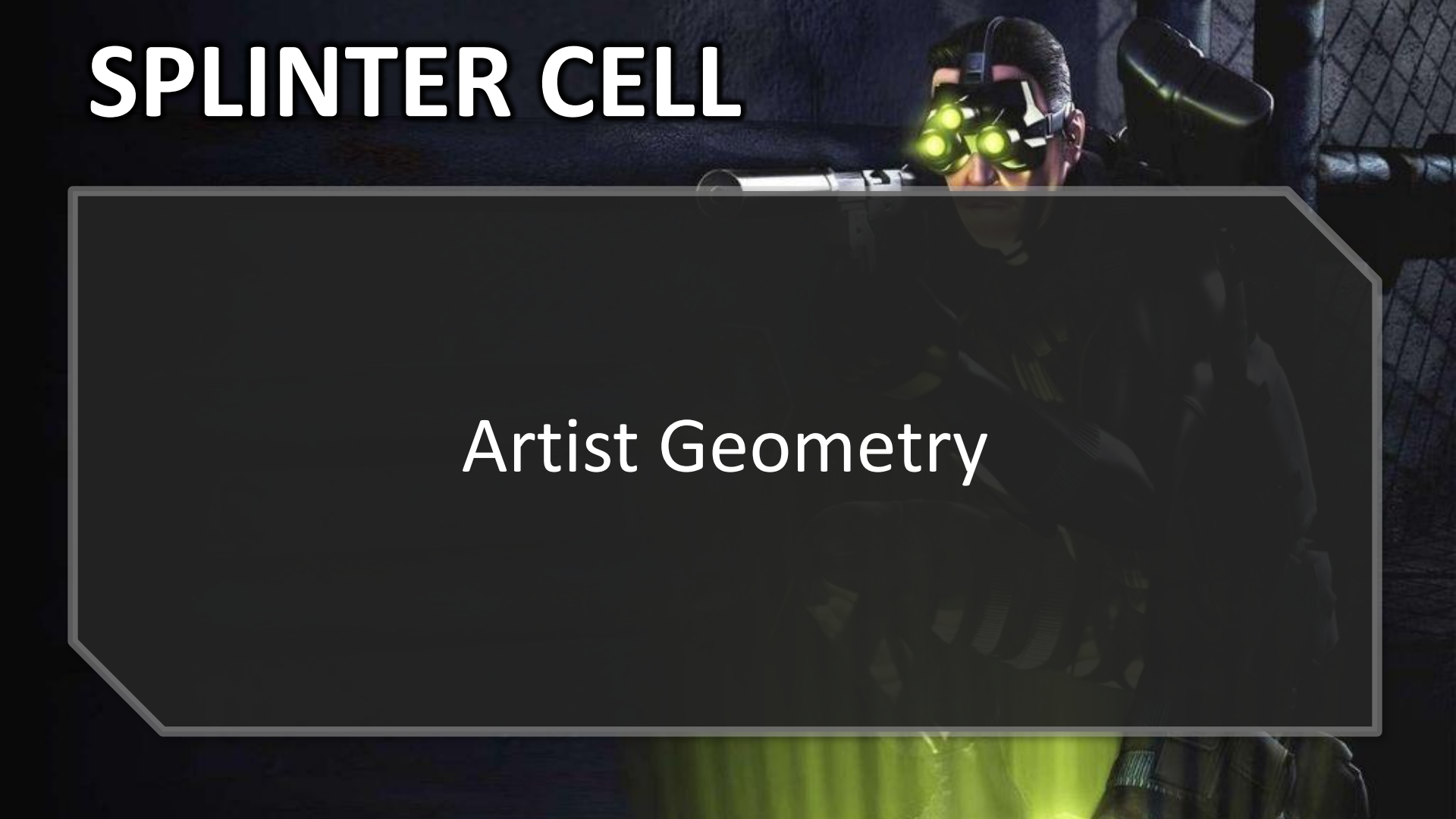

SPLINTER CELL
Nuclear Power Plant

Interact
Sticky Camera
0/3
3
55

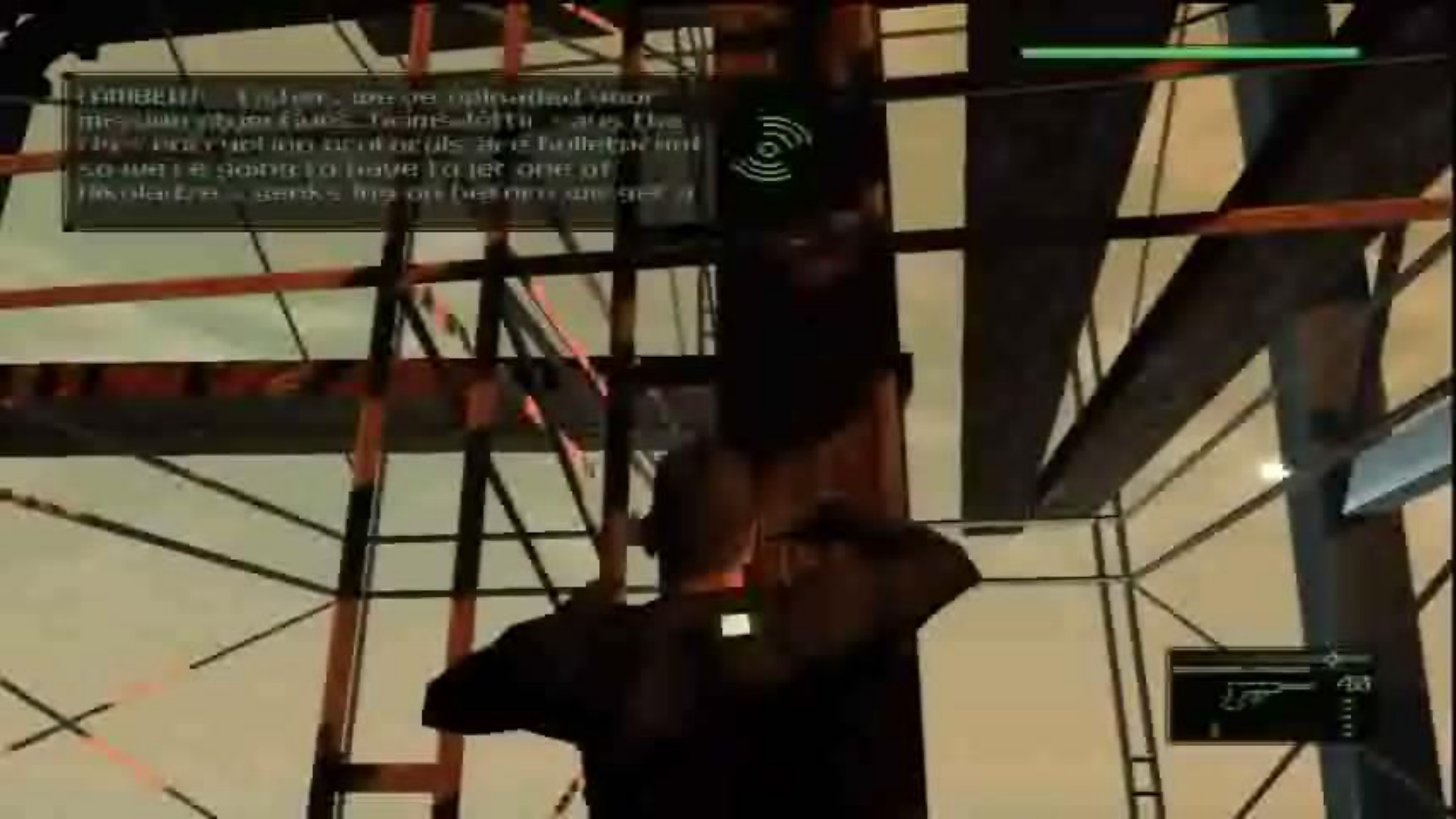


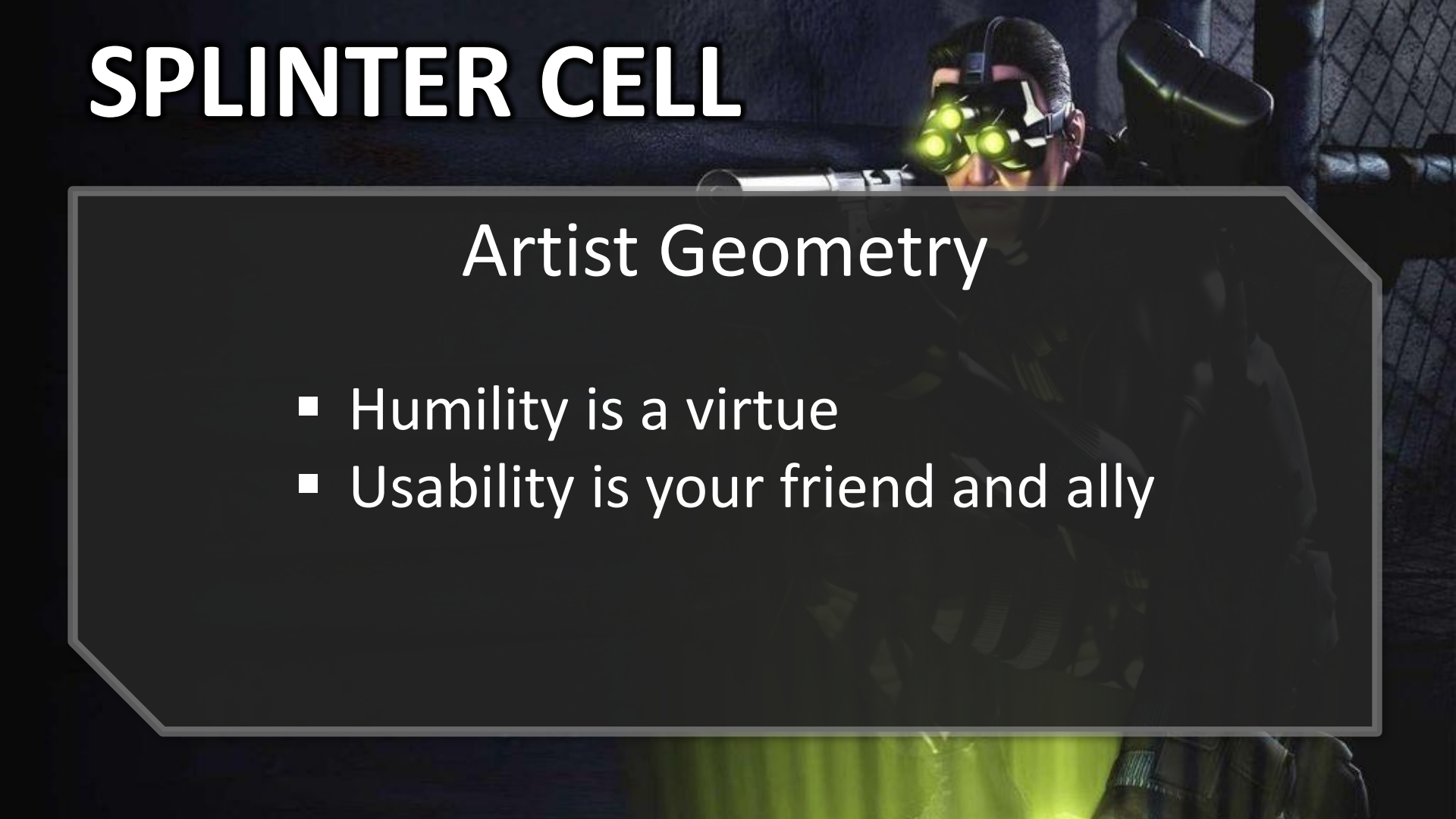
Nuclear Power Plant

- Balance is good



Artist Geometry

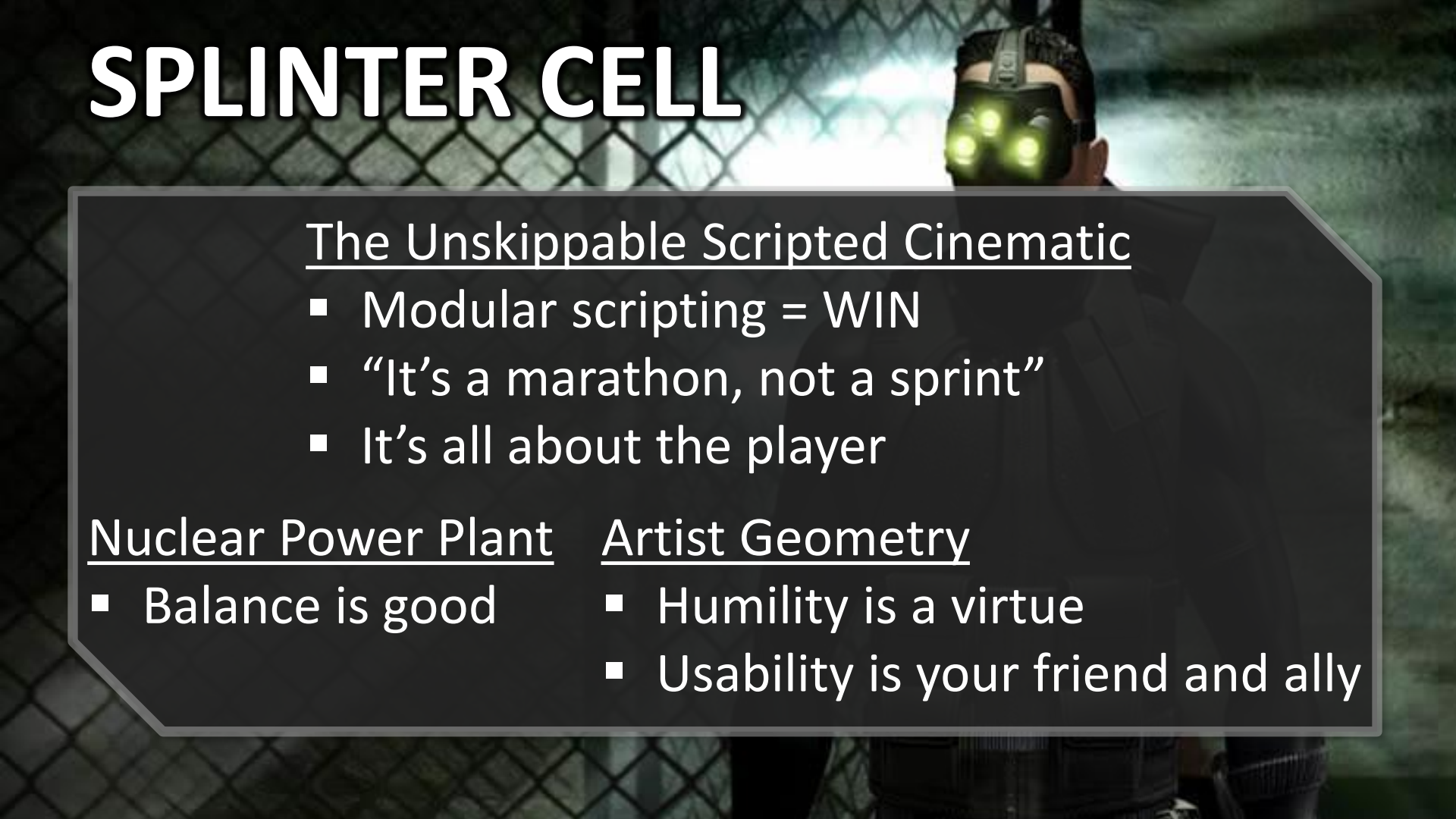




Artist Geometry

- Humility is a virtue
- Usability is your friend and ally

SPLINTER CELL



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Nuclear Power Plant

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Artist Geometry

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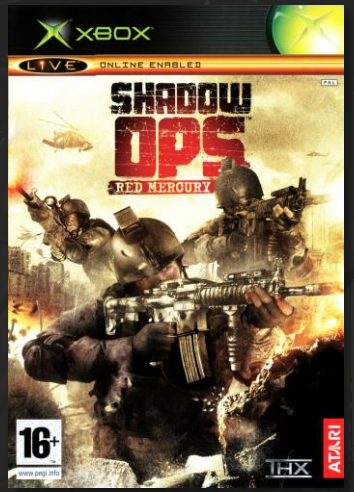
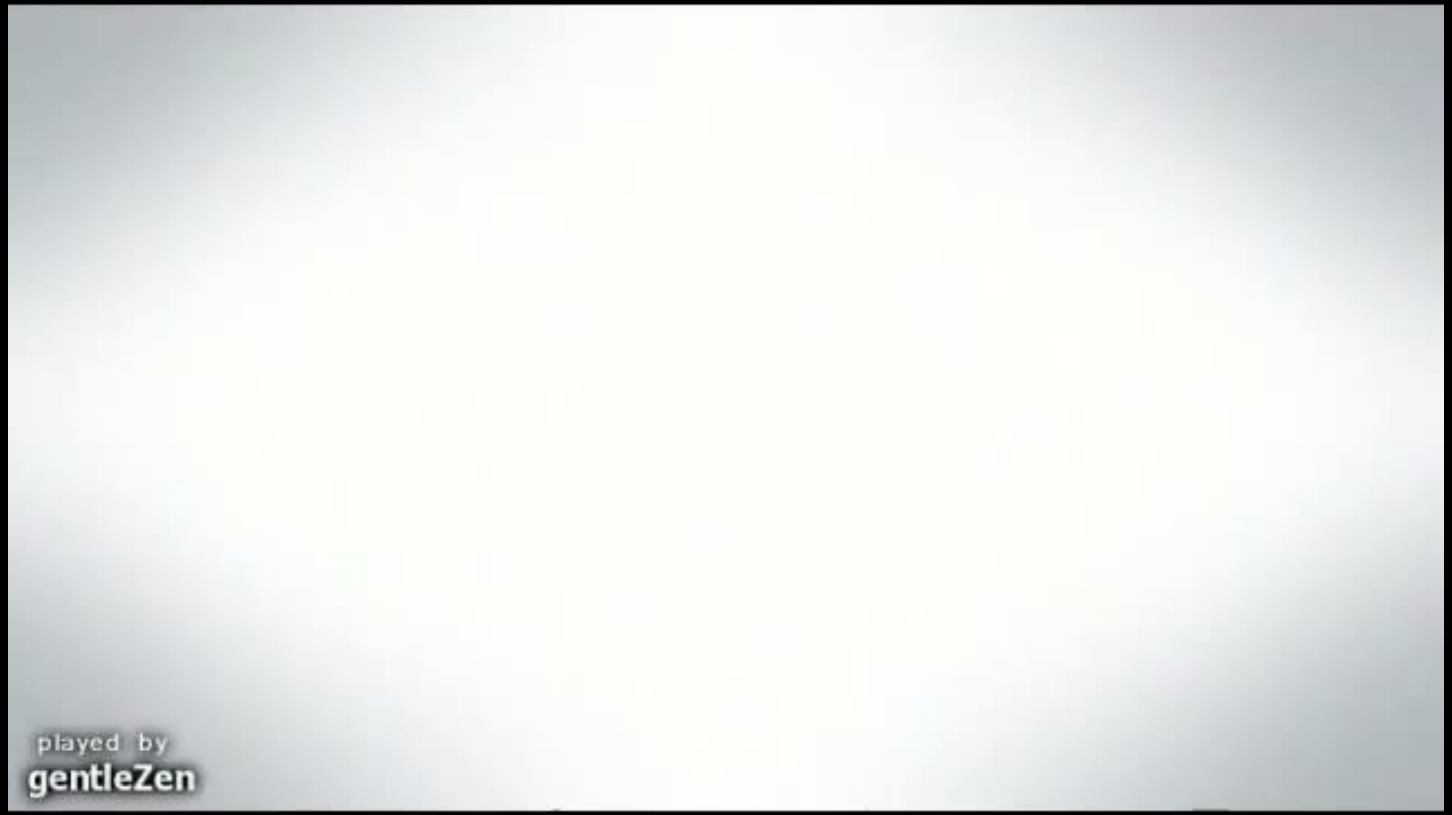
SHADOW OPS



Developer: Zombie Studios
Publisher: Atari
Platforms: Xbox, PC
Released: June, 2004

SHADOW OPS

The Sniper Rifle Story

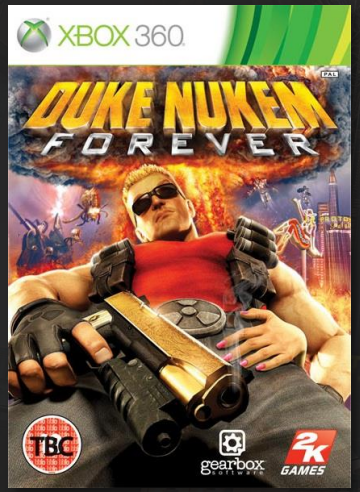

played by
gentleZen

SHADOW OPS

The Sniper Rifle Story

- Again, modularity can be a life-saver
- An LD's relationship with Gameplay Programmers can be key

DUKE NUKEM FOREVER



Developer: 3D Realms
Publisher: 2K Games
Platforms: 360, PS3, PC
Released: June 2011
Announced: April, 1997

DUKE NUKEM FOREVER

July, 2004

“6-9 months”

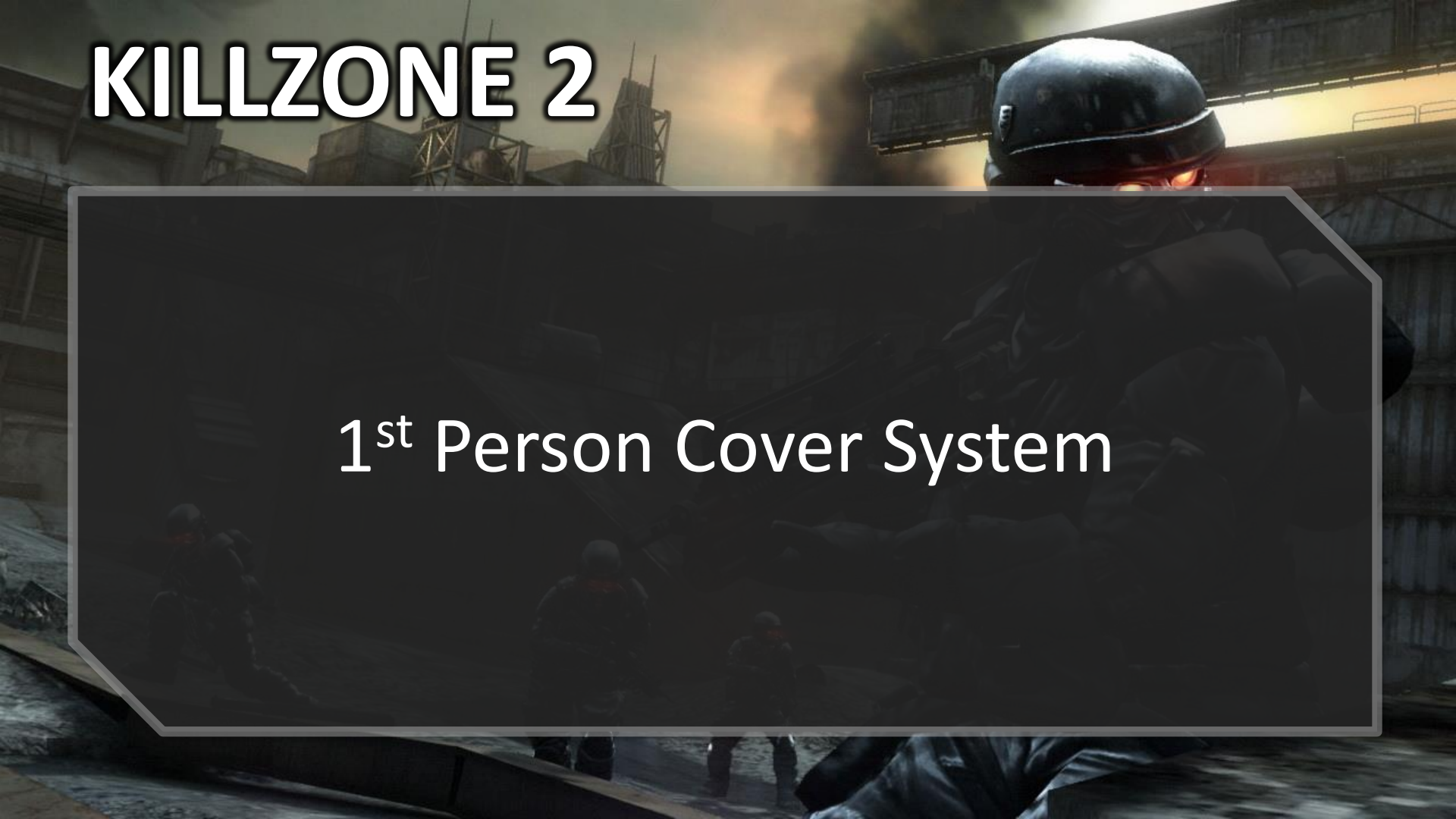
DUKE NUKEM FOREVER

- Do your homework

KILLZONE 2

Developer: Guerrilla Games
Publisher: Sony
Platform: PS3
Released: February, 2009

KILLZONE 2



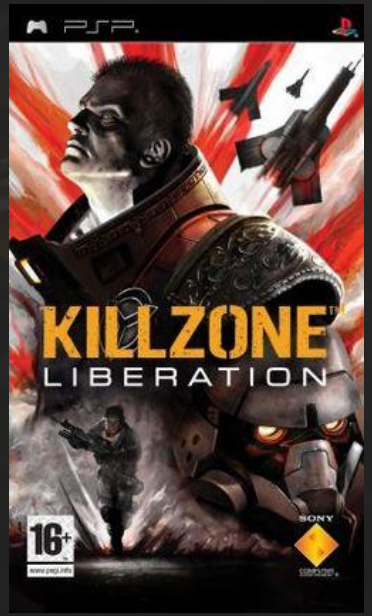
1st Person Cover System

IGN

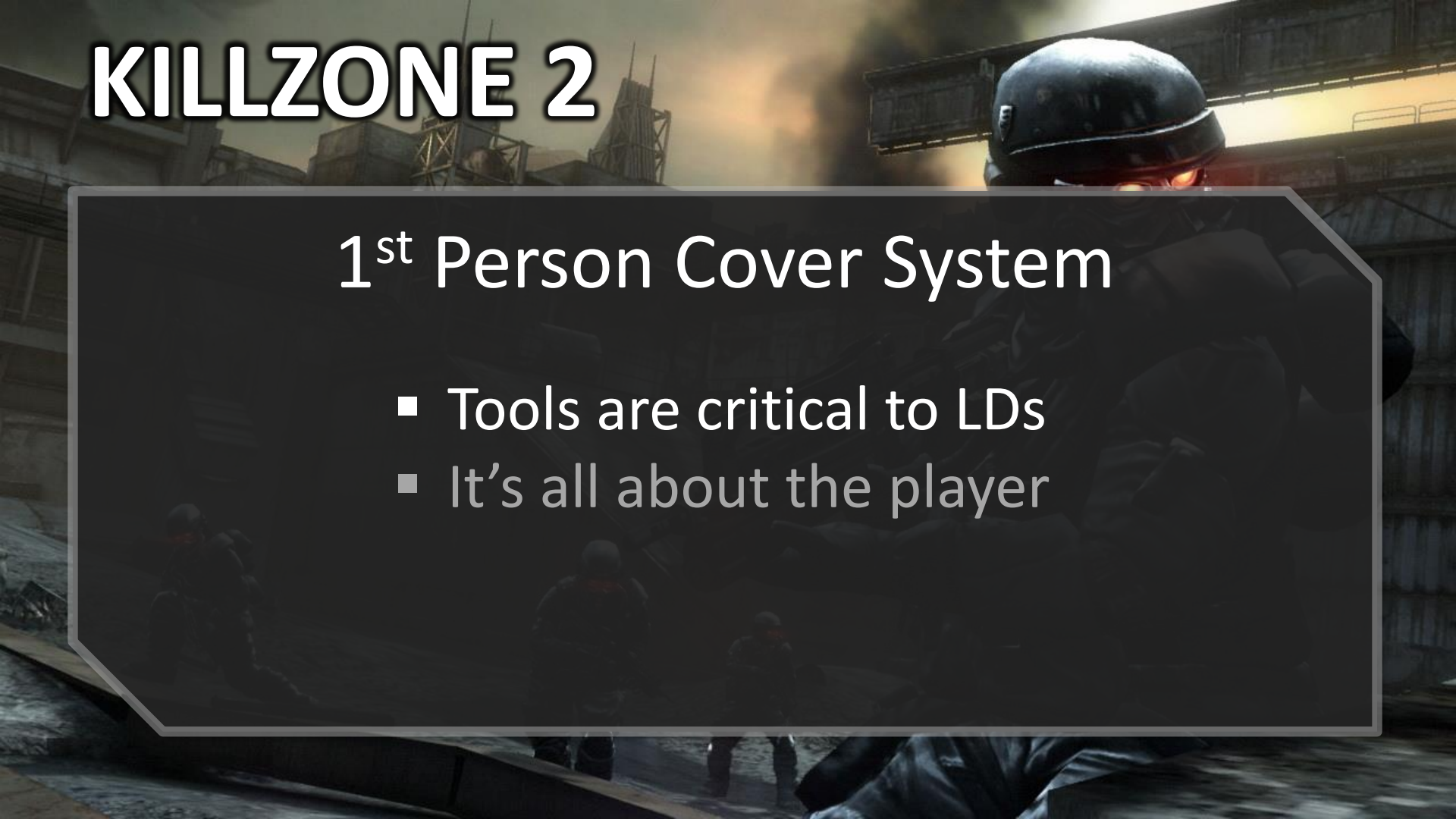
HOLD □ TO PICK UP St452 Assault Rifle
8
4

KILLZONE 2

Killzone: Liberation
Sony PSP



Ashspspgames.com



1st Person Cover System

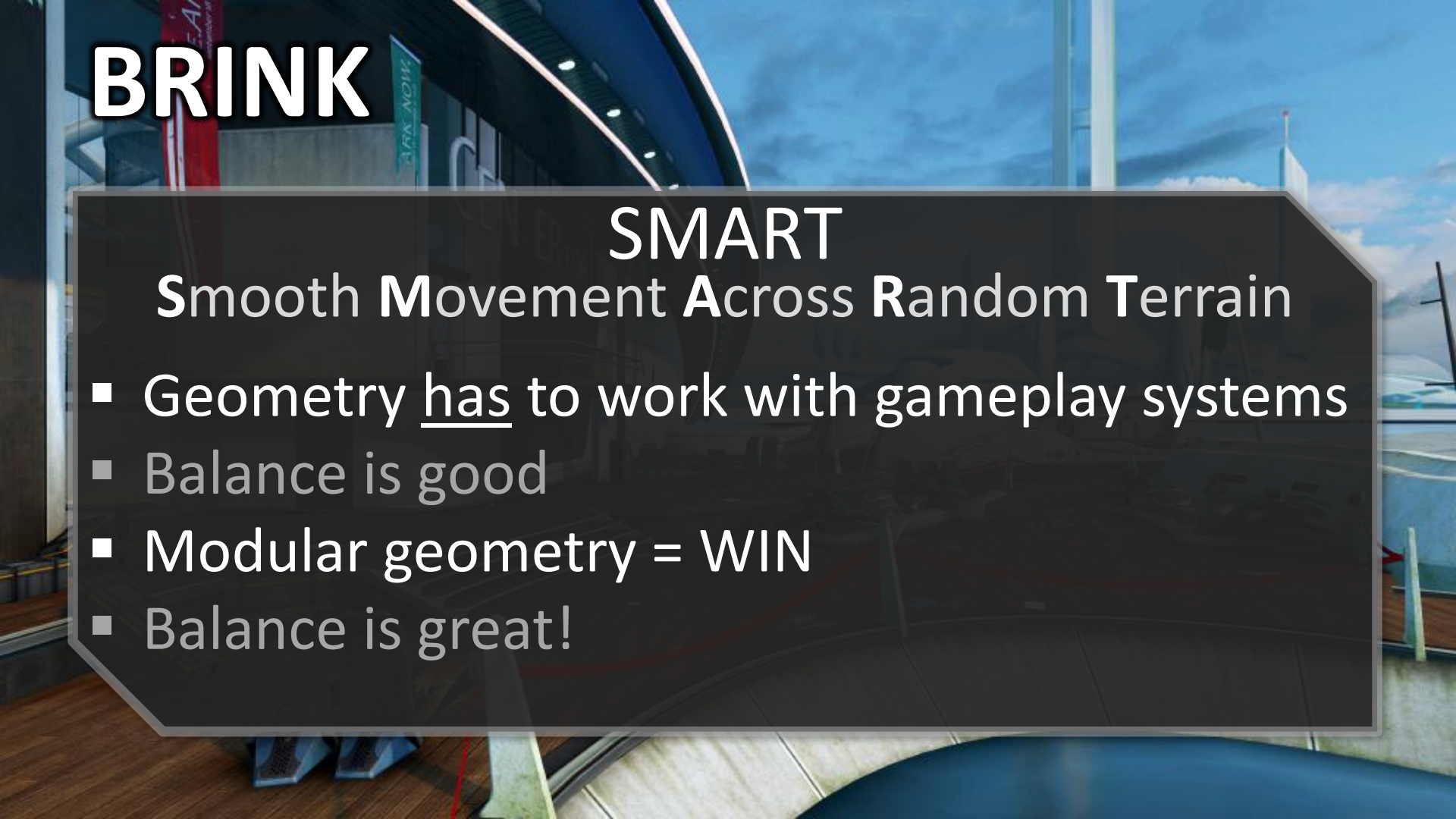
- Tools are critical to LDs
- It's all about the player

BRINK

Developer: Splash Damage
Publisher: Bethesda
Platforms: 360, PS3, PC
Release: May, 2011

SMART

Smooth **M**ovement **A**cross **R**andom **T**errain



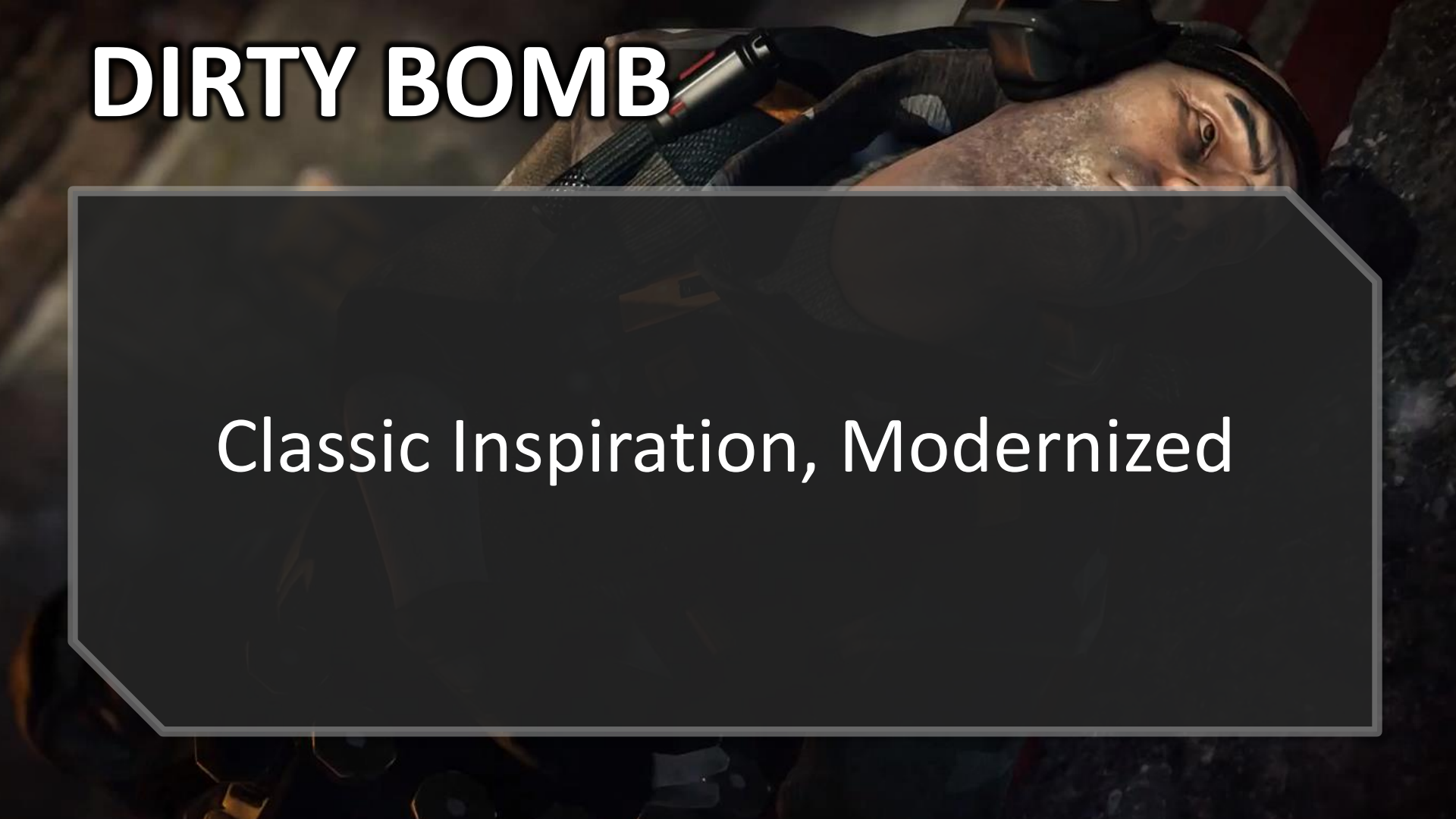
SMART

Smooth **M**ovement **A**cross **R**andom **T**errain

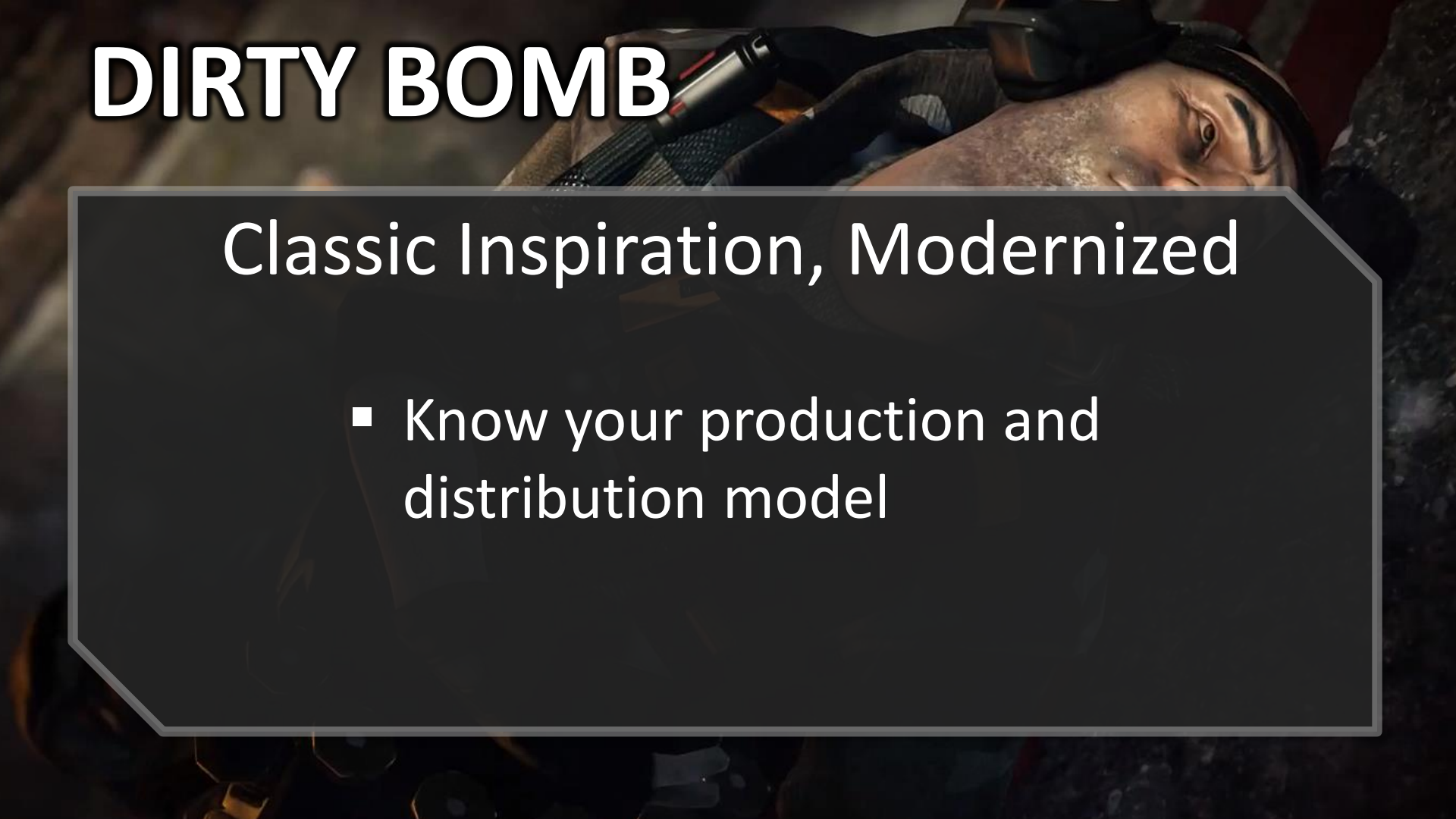
- Geometry has to work with gameplay systems
- Balance is good
- Modular geometry = WIN
- Balance is great!

DIRTY BOMB

Developer/Publisher: Splash Damage
Platform: PC
Announced: November, 2012
Status: Closed Alpha


DIRTY BOMB
Classic Inspiration, Modernized

DIRTY BOMB PRE-ALPHA MULTIPLAYER FOOTAGE



Classic Inspiration, Modernized

- Know your production and distribution model

So, 11+ years later…

REPEATED THEMES?

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player
- Balance is good
- Humility is a virtue
- Usability is your friend and ally
- Modularity can be a life-saver
- Relationship with Gameplay Programmers can be key
- Do your homework
- Tools are critical to LDs
- It’s all about the player
- Geometry has to work with gameplay systems
- Balance is good
- Modular geometry = WIN
- Know your production and distribution model

META-LESSONS

- So much in Level Design is about being flexible, and balance puts you in a great position to deal with change
- A positive mindset... turn disadvantage into advantage
- Those who forget history are condemned to repeat it
- Never stop learning
- Stay humble, or be humbled

CONTACT INFO

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@thrmoptc

www.splashdamage.com

@splashdamage